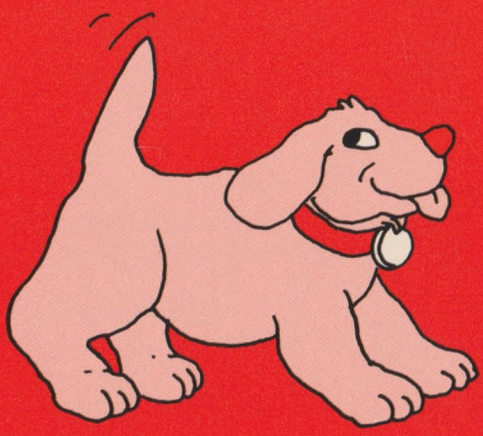
STICKYBEAR® READING

For Commodore-64

PARENT GUIDE



STICKYBEAR® READING

PARENT GUIDE

STICKYBEAR READING
By Richard Hefter and Steve Worthington
Additional Graphics by
Janie Worthington and Davy Joly

Copyright © 1984 by Optimum Resource, Inc.
All rights reserved.
Printed in the United States of America.
No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, or otherwise, without the prior written consent of the publisher.

Published by Optimum Resource, Inc., Norwalk, Connecticut.
Distributed by Weekly Reader Family Software, a division of Xerox Education Publications, 245 Long Hill Road, Middletown, CT 06457.

Parent Guide written by Janie Worthington, Linda Evers, and Richard Hefter.

Stickybear is a registered trademark of Optimum Resource, Inc.
*Commodore is a registered trademark of Commodore Electronics, Ltd.

What's Inside

What Is Stickybear Reading? ..... page 3
Learning With Stickybear Reading ..... page 3
How To Use Stickybear Reading ..... page 4
Playing the Games ..... page 5
    Match the Words ..... page 6
    Find the Words ..... page 9
    Build a Sentence ..... page 10
Instructions for Children ..... page 12
Learning the Program ..... page 13
Using *The Stickybear's Scary Night* ..... page 14
Additional Activities ..... page 15
List of Commands ..... page 16

WHAT IS STICKYBEAR READING?

Stickybear Reading introduces language elements to children ages five through eight. The Stickybear family romps through the program, matching words with pictures, filling in sentence blanks, and building new sentences. After practice with word recognition and comprehension, the child can create unique sentences by combining nouns, verbs, and objects. The Stickybears then act out whatever sentence was formed. The child can respond to the program by means of the keyboard, the joystick, or the mouse.

Also included is the special paperback book *The Stickybears' Scary Night.* This delightful paperback book utilizes some of the words and images learned in the reading program.

LEARNING WITH STICKYBEAR READING

Exploration and Discovery Young children are natural scientists. They love to observe, experiment, and explore. Stickybear Reading is designed to stimulate these young explorers. They can use the program themselves after a little coaching on cursor movement and how to change games. They can explore the program and discover the effects of their answers. Visual and sound clues let children know immediately if their answers are correct. The humor contained in newly created sentences further encourages independent exploration.

Language Concepts Stickybear Reading is designed to reinforce word recognition and the concept of sentence structure. The program offers visual and sound feedback to the learning process. This motivates children to experiment endlessly with the program. And studies have shown that the more word play young children take part in, the more easily they master reading, writing, listening, and speaking skills.

Fun Stickybear Reading's hi-resolution graphics, animated objects, funny sounds, and unique child-created sentences combine to provide unlimited entertainment.

Even older children (and adults) who have already mastered basic sight words and sentence comprehension will enjoy playing Stickybear Reading.

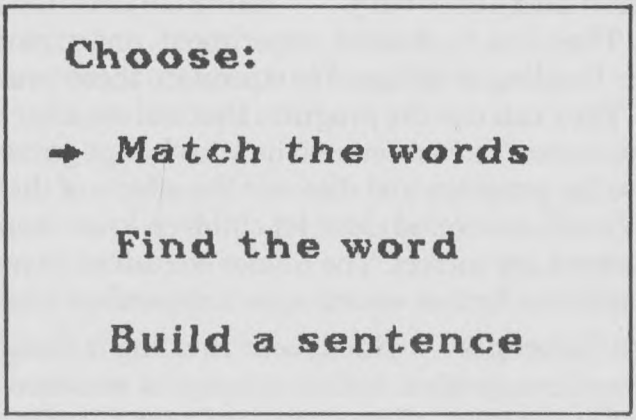
HOW TO USE STICKYBEAR READING

To Begin

Stickybear Reading will run on any Commodore-64* with a 1541 disk drive or a Commodore-128 in C-64 mode.

Put the Stickybear Reading disk into the disk drive and type LOAD "PRG",8,1 and wait for the program to load.

The title screen will appear. When the loading is complete, you will have the choice of the following games:

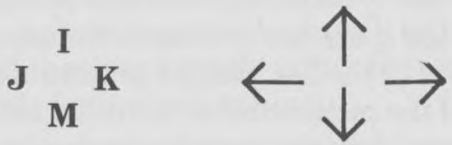


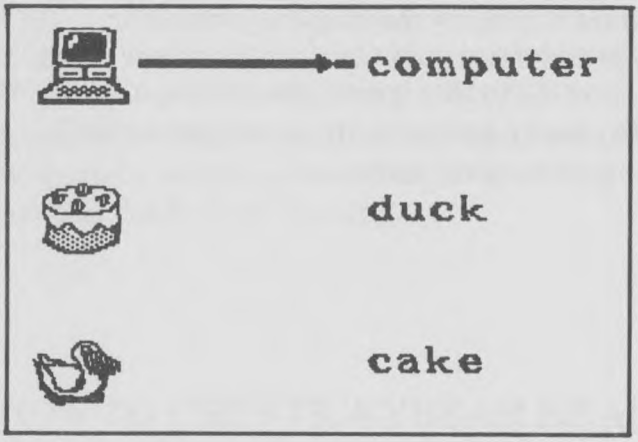
Pick the game you want to play by moving the joystick or pressing I to move the cursor up or M to move the cursor down. When the cursor is pointing to your game, press the space bar or joystick button. To change games at any point, press the f1 key. You will see the games menu again.

CURSOR CONTROL

With the keyboard you can use the I, J, K, and M keys to move the cursor up, left, right, or down. Press the space bar to indicate the words and pictures chosen.

If the joystick is used, tilt the stick to move the cursor. Press the button to indicate your choice of words and pictures.

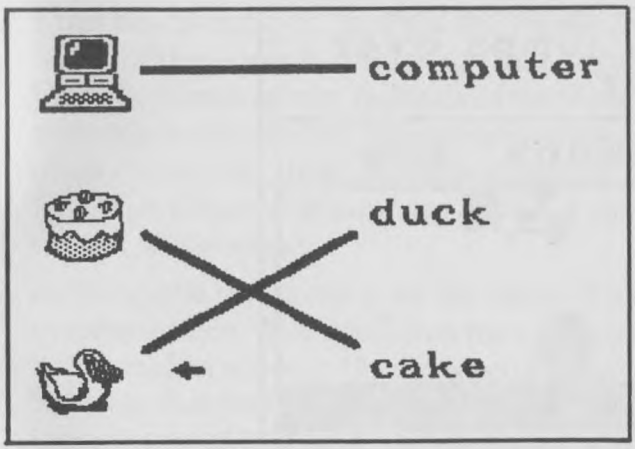




Match the Words. Match the words is the easiest of the three games in Stickybear Reading, making it a good place for beginners to start. The game presents a screen with three pictures in one column and three words in another. The object is to match each picture with its name.

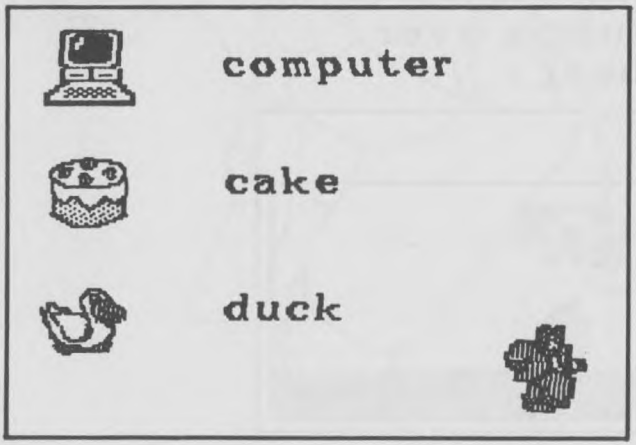
The beginning and the end of the "matching line" to be drawn between pairs are set by pointing the cursor at each half of the pair and pressing the space bar or button. For example, *rabbit* may be the top word in the list. But the picture of a rabbit may be at the bottom of the picture list on the other side of the screen. Children would set the line's beginning by moving the cursor to *rabbit*, then pressing the space bar or button. The match would be completed by crossing to the picture column, moving down to the rabbit's picture, and pressing the space bar or button again.

As soon as the cursor crosses to the other column, a blinking line appears to show the first choice and the word or picture the cursor is presently pointing to. If an incorrect match has been made, the line will continue to blink and the computer will make an unpleasant sound. If the child has matched the picture with its correct name, the line will stop blinking and the computer will make a pleasant sound.



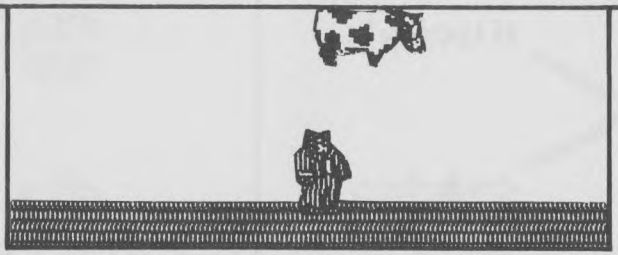
Note: If the child chooses a picture (or word) by pressing the space bar or button, then moves to another picture (or word), and again presses the space bar or button, the line will begin at the second choice. The player must cross to the other side of the screen to end the line. Younger children can use the wrap-around choice by pressing one of the arrows. When the cursor gets to the bottom of the leftmost row, it will move to the top of the rightmost row.

After all three words on the screen have been matched with their pictures, the words and pictures will be listed by pairs. Stickybear will then run happily across the screen, and another set of words and pictures will appear.



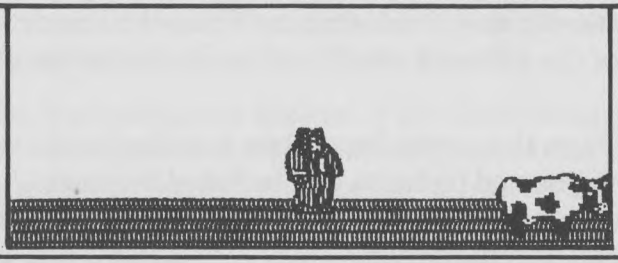
The _____ jumps over Stickybear .

sheep skunk cow

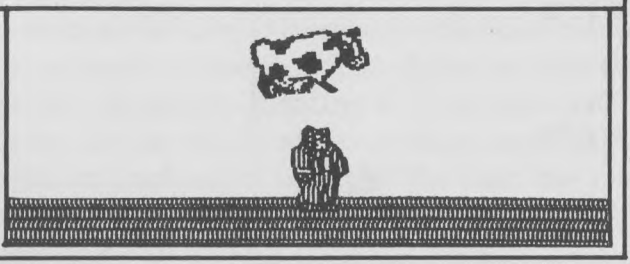


The _____ jumps over Stickybear .

sheep skunk **cow**

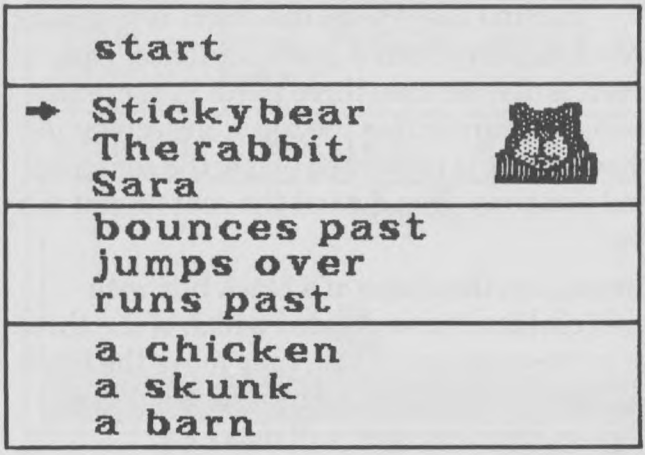


The cow jumps over a Stickybear .



Find the Words. In Find the Words, the object is to decide which of three words is missing from a given sentence. The Find the Words screen is divided into three parts. A sentence with one word missing appears across the top of the screen. A block containing three words is presented below the sentence. The Stickybears and company then act out the sentence at the bottom of the screen.

In this game the cursor is in the shape of a black box with inverse letters. When children have decided which of the three words makes sense in the sentence blank, they move the black box over that word, then press the space bar or button. If an incorrect word is chosen, the computer will make an unpleasant sound. If the correct word is chosen, the computer will make a pleasant sound, the complete sentence will appear across the top of the screen, and the Stickybear crew will act out the sentence again.



Build a Sentence. The object of Build a Sentence is to have fun with sentence parts. Each screen is divided into four parts. The top block will be discussed later. The second block contains three nouns (name of a person, place, or thing). A picture of the noun the cursor is pointing to is also shown. When children have decided which noun they want to be the subject of the sentence, they press the space bar or button. The players continue in the same way for the verb (action word) and object (another noun). To change a choice, the cursor is moved to a different word, the space bar or button is pressed again, and the new choice is locked into a black box.

After all three parts have been chosen, move the cursor up to the top block. This block is marked START. When the space bar or button is pressed, the complete sentence will be presented across the top of the screen for children to read. The Stickybear gang will then act out the sentence across the bottom of the screen. The number of sentences/cartoons children can create is practically unlimited. When a cartoon is over, the child has two choices: Pressing the letter R (for repeat) will return the same group of sentence parts. Pressing RETURN will present a new set of choices. As with the other two games, pressing f1 will cause the games menu to be displayed again.

start

Stickybear
The rabbit
Sara

bounces past
jumps over
runs past

a chicken
a skunk
→ a barn

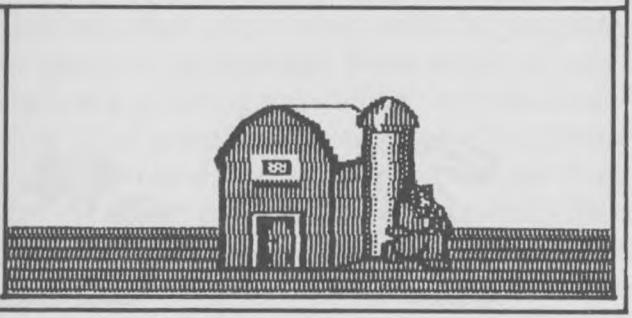
→ start

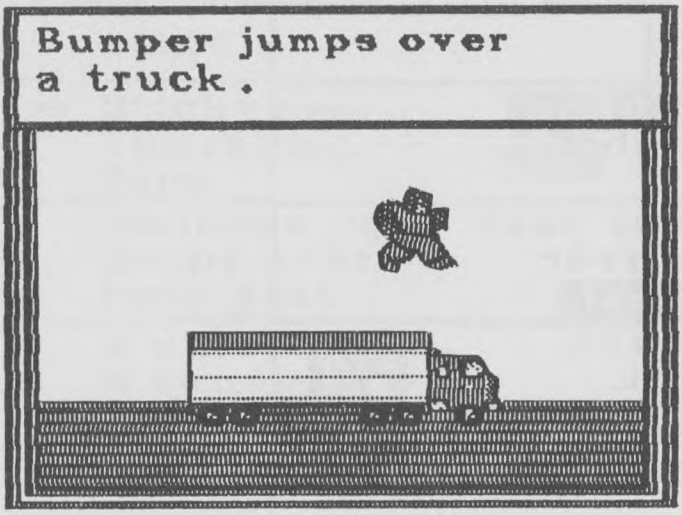
Stickybear
The rabbit
Sara

bounces past
jumps over
runs past

a chicken
a skunk
a barn

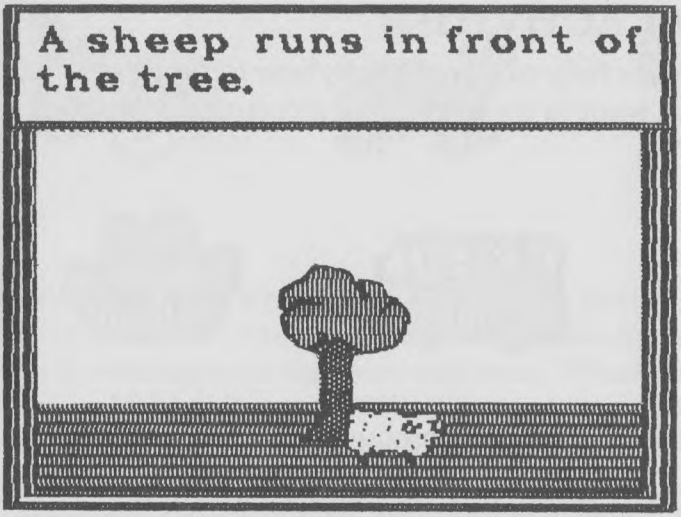
Stickybear runs past
a barn.





INSTRUCTIONS FOR CHILDREN

If you want children to load the diskette themselves, explain each step carefully. Demonstrate the procedure for the first session or two. Have children tell you the next step. Have them practice the procedure several times under your supervision. Be sure to demonstrate how to hold the diskette. Stress the importance of being careful. The diskette should be held only by the end with the picture. It should not be bent or folded. Remember to show how to put the diskette away safely after each session.



LEARN THE PROGRAM

Children learn best by experimenting themselves. Try to resist that almost overpowering impulse to intervene in the discovery process. You can have your turn later! As mentioned earlier, most children should need only a little coaching on cursor movement and how to change games. If more assistance is needed, try phrasing your suggestion in question form. If children hesitate, ask, "What do you think will happen if you press the space bar?" By making suggestions in question form, you allow children to stay in control.

Children often experiment with the program in ways difficult for adults to understand. Some children may appear to be randomly pressing keys when they are actually testing the "rule" that some keys produce no effect. Some children like to watch the same display for much longer than most adults would. Others press the keys too quickly for the computer to register. Try not to impose "adult" order on children's experimentation. It might interrupt the learning process.

ADDITIONAL ACTIVITIES

After children have fully explored Stickybear Reading several times, you might want to try a few more structured activities.

Match and Spell. After becoming familiar with **Match the Words,** children can practice spelling the words. Younger children should first practice spelling the words they see when all six items on the screen have been matched and are displayed in picture/word pairs. Older children can cover the matched pairs with a sheet of paper, then spell each word as you point to its picture. Spelling both aloud and on paper will help children remember words more easily. Remember, always find more to praise then to criticize in children's learning activities.

Looks Like. Language-experience techniques focus on words children use in their everyday conversations. Following the format **Find the Words,** have children think up, write down, and act out their own sentences. Others can then supply the one or more missing words. This activitiy is especially enjoyable for small groups to huddle over and present.

Build a Story. Make up a silly story with the sentences created in **Build a Sentence.** Children can take turns copying the sentences. As they weave the sentences into a short story, encourage them to ask, "What happended first? Next? Last?" Also, "Who or what is the story mostly about?" Questions such as these will help children identify sequence and main idea in other reading activities.

Words Are Everywhere. After children have become familiar with basic sight words and the concept of sentence structure, look for examples in their environment. "What does that red sign say? Right! It says 'STOP.' " Encourage children to identify sight words learned in the program as well as new words.

Some children will immediately enjoy these activities. Others will prefer to continue exploring Stickybear Reading on their own. Be patient. Introduce the activities in small doses. For younger children, viewing four or five screens at a session may be enough. Remember, this program was designed for children from ages five through eight. Younger children may have a shorter attention span than older children and different interest levels.

Stickybear Reading gives children an introduction to computers, encourages their sense of exploration and discovery, introduces language concepts, and is a lot of fun!

LIST OF COMMANDS

f1 ..... to change games at any point
R..... repeats previous choices in the Build a Sentence game

Nouns used in "MATCH THE WORDS" game of Stickybear Reading.

dog
cat
mouse
rabbit
chicken
turtle
sheep
pig
cow
duck
clown
skunk
rocket
plane
bird
bee
house
tree
door
chair
wagon
hat
bed
fence
rock
paint
truck
blocks
cake
peanut
basket
barn
horn
doll
pillow
cloud
balloon
tractor
moon

Nouns used in "FIND THE WORD" game of Stickybear Reading.

Stickybear
Sara
Bumper
cat
dog
mouse
rabbit
chicken
turtle
sheep
pig
cow
duck
clown
skunk
rocket
plane
bird
bee
orange car
blue car
helicopter
house
tree
door
chair
wagon
hat
bed
fence
rock
paint
truck
blocks
cake
peanut
basket
barn
horn
doll
pillow
cloud
balloon
tractor
moon

Verb phrases used in "FIND THE WORD".

walks past
runs behind
jumps over
plays with
flies below
flies over
flies under
flies in front of

Nouns used at the beginning of a sentence in "BUILD A SENTENCE" game of Stickybear Reading.

Stickybear
Sara
Bumper
dog
cat
mouse
rabbit
chicken
turtle
sheep
pig
cow
duck
clown
skunk
rocket
helicopter
plane
bird
bee

Verb phrases used in "BUILD A SENTENCE".

walks in front of
walks behind
walks past
runs in front of
runs behind
runs past
jumps over
jumps off
jumps onto
stands next to
stands on
goes to
bounces past
chases
plays with
runs away from
dances with
runs faster than
runs slower than
runs beside
slides past
flies behind
flies over
flies under
flies in front of

Nouns used at the end of a sentence in "BUILD A SENTENCE".

Stickybear
Sara
Bumper
dog
cat
mouse
rabbit
chicken
turtle
sheep
pig
cow
duck
clown
skunk
rocket
plane
bird
bee
orange car
blue car
helicopter
house
tree
door
chair
wagon
hat
bed
fence
rock
paint
truck
blocks
cake
peanut
basket
barn
horn
doll
pillow
cloud
balloon
tractor
moon

Weekly Reader
Family Software

Middletown, CT 06457

3876